NUS-NNAE-USA

INSTRUCTION BOOKLET

STAR WARS®
EPISODE I
BATTLE for NABOO™

LUCAS Arts®

NINTENDO 64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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TEEN
ANIMATED VIOLENCE

Thank you for selecting the ***Star Wars*®: Episode I: Battle for Naboo™** Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

This game is compatible with the N64® Expansion Pak™. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Only N64® Game Paks displaying the N64 Expansion Pak icon will take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially designed games.

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STOP THE INVASION!

The dark shadow of the Trade Federation has fallen over Naboo. In the capital city of Theed, an invasion force has landed. Fearing for her planet, Queen Amidala plans to escape Theed in order to plead Naboo's case before the Galactic Senate on Coruscant. But while she is away, Naboo is in grave danger and must be protected. As Lt. Gavyn Sykes of Naboo's Royal Security Forces, you must navigate the treacherous streets of occupied Theed in order to escape and form a resistance movement.

Flee into the remote reaches of Naboo to discover the stormy swamps, snow-covered mountains, secluded bayous, and ancient ruins that lie beyond the populated cities. Dogfight in narrow ravines in a Naboo starfighter, navigate mine-laden rivers in a stolen Trade Federation gunboat, and chase droid forces across the fields of Naboo in a heavy STAP. Do whatever it takes, just find your allies—smugglers, pilots, fellow Royal Security officers—and end the oppression of the Trade Federation.

The people of Naboo are dying! You must do something quickly!

YOUR NINTENDO® 64 CONTROLLER

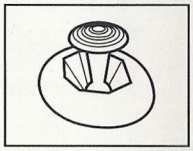
Control Stick Function

The Nintendo® 64 Controller contains a Control Stick that uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the Controller.

If the Control Stick is held at an angled position (as shown in the picture on the right), when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right) then press **START** while holding the **L** and **R** Buttons. The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.



Connecting the Controller

Before playing, plug your Controller into the first Controller socket on the far-left side in front of the Control Deck.

Holding the Controller

When playing ***Star Wars*®: Episode I: Battle for Naboo™**, we recommend that you hold the Controller in the position shown at right. This lets you operate the Control Stick with your thumb, to control the flight of your craft. You can also easily reach the **A**, **B**, and **C** Buttons with your right thumb, and reach the **Z** Button with your left index finger.

Accessories

This game is compatible with the Rumble Pak™ and N64 Expansion Pak™ accessories. Before using the accessories, please read the Rumble Pak™ and N64 Expansion Pak™ instruction booklets carefully. Do not pull out the Rumble Pak™ at any time during gameplay. Make sure that the Control Deck is turned OFF when inserting accessories.

CONTROLLER SETTINGS

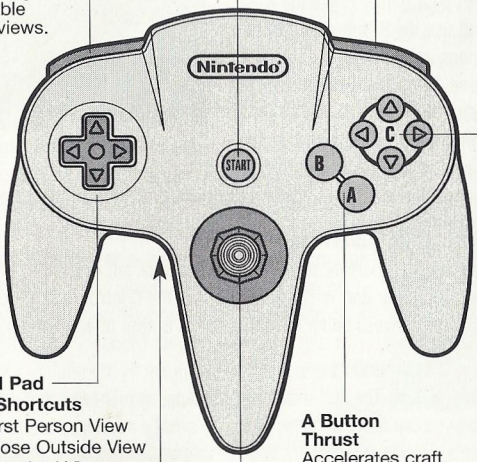
DEFAULT

L Button
Switch View
Press to change the current camera view. Press repeatedly to cycle through all available camera views.

START
Pause game at any time.

B Button
Fire Blasters
Fires blaster cannons. Hold button down to fire continuously.

R Button
Tight Turn
Press and hold this button while using the Control Stick to make a tight turn.



C Buttons
C↑ Not Used
C↓ **Roll**
C← **Fire Secondary**
Fires secondary weapon for each craft.Certain craft have secondary weapons that can be charged for greater impact. Press and hold the button to charge the weapon, and release it to fire.
C→ Not Used

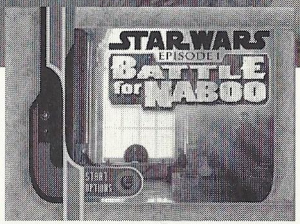
+ Control Pad
Camera Shortcuts
Up First Person View
Right Close Outside View
Down Standard View
Left Not Used

A Button
Thrust
Accelerates craft. Tap button to speed up in short bursts. Hold button down for continuous acceleration.

Z Button (on back)
Brakes
Tap button to slow down. Press and hold to stop.

Control Stick
Craft Movement
Controls the craft's direction.

GETTING STARTED



Title Screen

To play **Battle for Naboo™**, first make sure that your Nintendo® 64 Control Deck is turned OFF. Insert the Game Pak (and N64 Expansion Pak™ if applicable) into the Control Deck. If you have a Rumble Pak™, insert it in the Controller. Slide the Power switch to ON. This will take you to the Title Screen, where you'll see START and OPTIONS.

Use your Control Stick to highlight START, then press the **A** Button. This sends you to the Select Game Screen. (See "Game Options" on page 5 for information.)

Selecting or Creating a Game

At the Select Game Screen, you'll see three slots for saved games. If there is a previously saved game in a slot, a picture of your highest level completed, and the number of medals earned will be displayed. If the slot is empty, press **START** or the **A** Button, and a row of letters will appear. Move the Control Stick left or right to select different letters to create a name for your game. Press the **A** Button to enter letters, and use the **B** Button to delete them. A message will appear, asking if you're sure you want to save this new game. Move the Control Stick left or right to choose between YES or NO. To play a game, move the Control Stick left or right to move the picture of the game you want to play to the center part of the screen. When the game is highlighted, select it by pressing either **START** or the **A** Button.

Select Game Screen

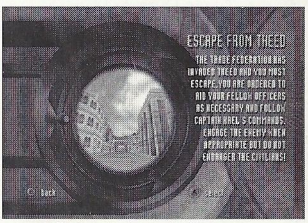
Erasing a Saved Game

To erase a game at the Select Game Screen, move the Control Stick left or right to move the game you want to erase to the center part of the screen. Move the Control Stick up or down until ERASE GAME is highlighted. Press either **START** or the **A** Button to erase the game.

Select Level Screen

You will choose a mission level here. The first mission is "Escape from Theed." You will need to complete this mission before you can move to higher levels. To select a mission, press the **A** Button.

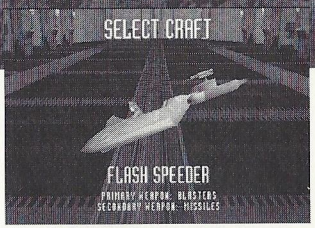
Once you've completed a mission successfully, you will be automatically moved up to the next level; however, you can still re-fly earlier levels you have completed and try for a better medal. And if you're given an "unlocked" craft to fly at a later level, you can go back and fly earlier levels with it. To scroll through missions you have completed, move the Control Stick to the right or left.



Select Level Screen

Craft Selection

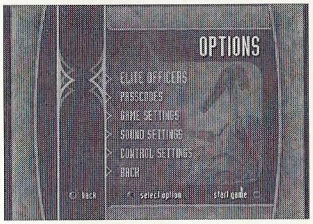
In the Craft Selection Screen, you'll be able to choose from different craft for the selected mission. Move the Control Stick left or right to cycle through the available craft. The primary and secondary weapon for the craft will be shown, as well as any special information.
To choose a craft, press the **A** Button.



Craft Selection Screen

Game Options

At the Title Screen, you can choose between START, to begin a new mission, or OPTIONS, which lets you adjust game settings and gives you other information about the game. Selecting OPTIONS will bring up these choices:



Main Options Screen

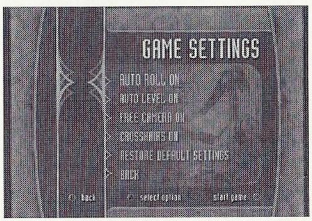
Elite Officers Displays rank and medals earned.

Passcodes If you acquire a passcode, enter it here. Move Control Stick left or right to select a letter. Press the **A** Button to enter the letter. Press the **B** Button to delete letters. When the code is completed, move the Control Stick down to highlight ENTER PASSCODE and press the **A** Button. **A high pitched chirping means the correct code is entered.** You can enter additional codes as well.

Game Settings This brings up the following submenu:

Auto Roll and Auto Level

These two options affect the pitch and roll of your craft. Auto Level controls the pitch, which means the direction the craft's nose is pointing, up or down. Auto Roll determines the craft's rolling, or side-to-side motion. Leave these settings on the default if you want to automatically right your craft if you get disoriented while flying. Right your craft by letting go of the Control Stick. Advanced players may want to turn one or both options off. Highlight each option and press the **A** Button to toggle between ON/OFF.



Game Settings Screen

Free Camera Toggles the orientation of the cameras between your craft and the ground. If turned on, the camera's roll will follow your craft. If turned off, the camera's roll will be fixed to the ground.

Cross Hairs Turns cross hairs on or off.

Restore Default Settings Undo any custom settings and return to the default settings.

Pressing the B Button will return you to the Options Menu.

Sound Settings Press the **A** Button to select or toggle between ON/OFF. Use the Control Stick to adjust the volumes. Options available are:

Music Volume Adjusts the background music.
Sound FX Volume Adjusts the game sound effects, such as explosions.
Speech Volume Adjusts all voices.
Stereo Toggle between Stereo and Mono.
Restore Default Settings Undo custom settings.
Back Returns you to the Options Screen.

Controller Settings There are four Controller configurations. Choose the one most comfortable for your piloting style. To select a configuration, move the Control Stick left or right, then press **START** or the **A** Button. Press the **B** Button to go back to the previous screen.

CRAFT CONTROLS

How to Maneuver

To turn your craft left or right, move your Control Stick left or right. Keep in mind that different craft handle differently. To go faster, press and hold the Thrust Button. You can also tap this button repeatedly to increase your thrust in small amounts. To slow down, press the Brake Button. Experiment with the Thrust and Brake, since each craft works differently.

Camera Views The Switch View Button (**L** Button) lets you change camera positions. Press repeatedly to cycle views.

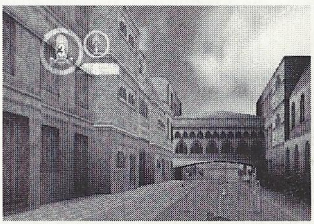
First Person View This camera gives you a pilot's eye view of the battlefield. The HUD is still visible in this view.

Standard View The default camera position follows your craft from a medium-range view.

Close View Provides a close-range view behind your craft that is fixed to the craft's movement.

Damage Indicator

In the upper left-hand corner of your screen you'll see a small icon of your craft. If it's in perfect condition, this icon will be green. As your craft takes damage, this icon will change color from green to yellow to orange to a pulsing pale red. When it turns red, your craft is about to be destroyed. The number on the Damage Indicator shows how many ships you have remaining.

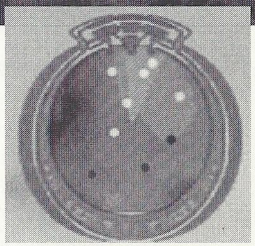


Damage Indicator Icon at Top Left of Screen

Radar Screen

The round overlay in the upper right-hand corner helps you locate enemy targets and friendly forces. The radar looks down over the terrain, with your craft in the center represented by a green dot. The high, mountainous areas are shaded dark, while the low-lying areas are shaded light.

- GREEN DOTS Show friendly forces.
- RED DOTS Indicate enemy craft and weapons.

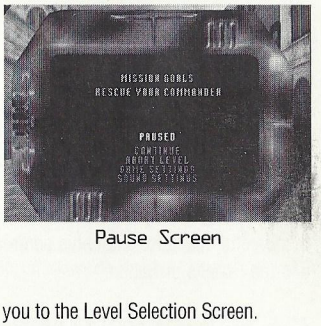


Radar Screen

Objective Finder When you begin your mission, you'll see a colored, pie-wedge-shaped area on your radar screen. This wedge will point you toward your mission objectives. Move your craft so that this wedge is in the upper (or twelve o'clock) position, and keep flying in that direction. As you get closer to your mission destination, the wedge will widen, and will disappear when you've reached your objective. If you fly away from this objective, the wedge will reappear.

Pausing and Ending Your Game

You can pause the game anytime during your mission by pressing **START**. This brings up the Pause Screen with a list of the mission goals you need to accomplish, along with the choices below. Move the Control Stick up or down and press the **A** Button to make your selection. Press **START** or the **B** Button to return to the Pause Screen. Press **START** again to resume your mission.



Pause Screen

Continue Returns you to the point in the game where you left off.

Abort Level Stops your current game, and returns you to the Level Selection Screen. If you abort the mission, the mission fails.

Game Settings This brings up a list of game settings, many of which you've seen in the earlier Options Menu. (See page 5 for details.) The additional option is:

Displays Turn off to hide all icons on screen.

Sound Settings Displays available sound options. (See page 6 for details.)

What If You Go Down During a Mission?

You start the game with three ships. If your ship is destroyed, one ship is deducted, and you'll reenter your mission near the point where you were downed. When all your ships are lost, you'll be returned to the Level Selection Screen, and will have to restart the mission or select a different one.

SCORING

Tally Screen

At the end of the mission you will come to the Tally Screen and see how well you performed. To advance in the game, fly the mission again until you are successful.

If you were successful meeting your mission objectives, you may be awarded a medal, depending on how well you performed. Performance will be judged based on the categories shown in the chart below. If you score high enough in these categories you will be awarded either a bronze, silver or gold medal.

COMPLETION TIME: How long it took to finish your mission. The quicker, the better.
ENEMIES DESTROYED: The number of Trade Federation forces and weapons you've knocked out of action.
ACCURACY: How many of your shots hit the intended target.
FRIENDLY SAVES: The number of friendly craft or structures that successfully completes or survives the mission.
BONUS COLLECTED: Whether or not you collected a powerup on the level.
LIVES LEFT: 3, 2, or 1

CHARACTERS

Lieutenant Gavyn Sykes

Idealistic and brave, Lt. Gavyn Sykes spent much of his youth flying local transports before joining the Royal Security Forces. Whether driving a Flash speeder or piloting a Naboo starfighter, Sykes is efficient and resourceful, ready to defend his commander and the citizens of Naboo.

Captain Kael

Possessing the clear characteristics of leadership, Captain Kael was quickly promoted to an officer position after joining the Royal Security Forces as a young man. Fond of his home planet Naboo, Kael seldom leaves it, choosing instead to spend time sharpening his survival skills in the swamps.

FLYING TIPS

- Know when to keep your distance and when to draw near. Turrets are best shot out from afar, while ships are very difficult to down unless you're right on their tails.
- Learn to appreciate the **R** Button tight turn. It will make it easier to maneuver through confined areas.
- Experiment with the control configurations. The default setting isn't always perfect for everyone. Find the setting that works best for your playing style.
- Pay close attention to your radar. It will often show you enemies that you can't see in your normal field of view.
- Be on the lookout for technology upgrade powerups. While they're not essential to finishing the game, they certainly make it easier to win medals.

HOW TO CONTACT LUCASARTS

LucasArts has set up a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

HINT LINE

U. S.

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number.

Canada

Our Hint Line is also available to our Canadian customers. This service costs $1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**.

Hint Line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m. (PST) Monday–Friday. (Average call length is three minutes.)

WHERE TO FIND US ONLINE

Visit the LucasArts Web site at **support.lucasarts.com** to access the Technical Support area. You will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

YODA'S HELP DESK

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at **support.lucasarts.com**. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to solve your problem, you can send an e-mail message to an online representative.

TECHNICAL SUPPORT PHONE NUMBER

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday–Thursday, 8:45 a.m.–5:30 p.m. (PST) and Friday, 8:45 a.m.–4:30 p.m. We are closed daily 11:45 a.m.–1:00 p.m.

TECHNICAL SUPPORT FAX

For your convenience, we also offer the option of faxing us with your technical questions at **1-415-507-0300**. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

TECHNICAL SUPPORT MAILING ADDRESS

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P.O. Box 10307

San Rafael, CA 94912

Attn.: Product Support

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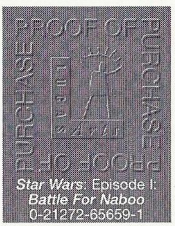

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